

Erotiquest

A horny nonsense fantasy TTRPG
Written and illustrated by
Keg Bearbarian

Disclaimers

Erotiquet contains pornographic content and imagery and is not suitable for anyone under the age of 18.

Erotiquet is incomplete and untested. This does not contain all of what will be in the full release and what is currently released is subject to change. Erotiquet will be updated periodically. Each update will contain one new level and potentially other new content.

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How to Play

Erotiquet is a table top roleplaying game. A Game Master (GM) guides a group of players and their characters through an imaginary world. It is the GMs job to provide a semblance of a story, scenarios for the players to be in, characters for the players to interact with, and enemies and obstacles for the players to overcome. It is the players jobs to play as the characters they create, act and react to what the GM gives them based on what they are capable of doing.

Consent

Erotiquet is a game that involves a lot of sexual situations. Before your group starts playing you should make sure everyone understands what they are getting into and if they are fully onboard. Everyone should say what they're into sexually, what they are willing to do, and what they are not willing to do, as well as a general idea of what the GM has planned. This way you all know what you can and can't do with your fellow players and they know what they can and can't do with you.

Character Creation

The three main parts of character creation in Erotiquet are: Species, Body Options, and Class. When creating your character you first choose your Species, taking its Free Body Options if you decide to, and its ability. Then you roll for your Rolled Body options, and choose your Chosen body options with your Body Points if you decide to. And finally you pick your class, taking the stats that come with it, its items and item options, and its abilities. Everything you have chosen will then be written down in the corresponding spots on the character sheet in the Character Sheet section.

Basic Rules

Strength: Strength determines the raw bodily power and athletic ability of a person.

Tough: Tough determines exactly how much physical duress a person can handle.

Smart: Smart determines the level of a person's intelligence and willpower.

Hot: Hot determines how well a person fairs when interacting with others.

Base stats per level

Level 1	1d4
Level 2	+1 to base
Level 4	+2 to base
Level 6	+3 to base
Level 8	+4 to base
Level 10	+5 to base

Stat rolls are 1d12 and are made when attempting to do something somewhat difficult. To succeed a roll you must roll lower than than your stat. If you roll above you fail. A 1 is a critical success, meaning something very good or cool occurs. A 12 is a critical failure, meaning something goes horribly wrong.

Health: Health is a measure of an entity's vitality. Damage causes health to go down, and healing causes health to go up. Once an entity reaches 0 health it is knocked unconscious.

Armor: Armor points are reduced by damage and lowers before health when damage is done. Armor goes up by one point every round not taking damage until it reaches your total. Certain pieces of clothing can add to your armor.

Body: Body options determine some of the physical traits of your character. Body points determine the body options that you can choose. Some body options are more expensive than others. Characters start off with 3 body points at level 1 and gain 2 body points per level. Some body options must be rolled for at level 1 which are your Height, Genitals, Chest, Butt, Belly, and Muscles

Arousal: Arousal determines a person's arousal. The further away from center on the arousal meter you are the more aroused you are. You start the day in the center of the arousal meter and it resets to the center after sleeping. Observing or participating in sexual acts cause you to move towards Frustrated if the roll is odd or Lustdrunk if the roll is even by 1d8.

Species

Your species is the type of organism you are. You choose 1 of the 26 species you have available for you to be. These are automatons, (technically not a species but we'll put them here anyway) avari, caprin, cephelok, demibeasts, dragonkin, dwarves, elves, felis, infernalings, gnolls, gnomes, goblins, gremlins, humans loperin, minotaur, myceleites, orcs, pachyns, reptids, roptera, sasquatch, theradons, shadowkin, and talpi. Some species have subspecies. These are the demibeast with centaurs and satyrs, and the dragonkin with demidragons and kobolds. You may only choose one of these.

Free body options

Each species comes with 2 body options that you can take without spending any body points. Whether you take them or not is up to you, they are entirely optional. If you do not take them immediately, you can decide to take them at any point during the game, but keep in mind that suddenly growing a tail out of nowhere may seem a bit strange.

Ability

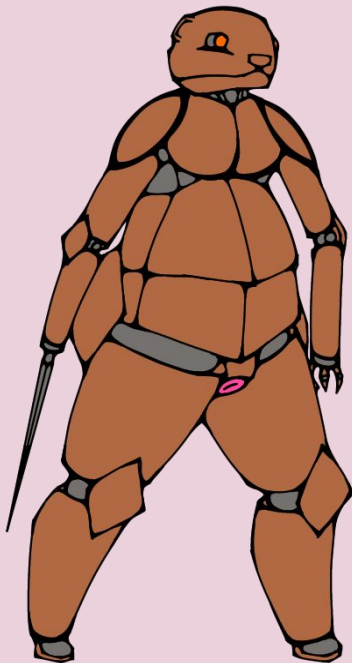
Each species or subspecies has one ability. Some of them are passive like the reptids Semi-aquatic ability, some of them are more active like the myceleits Spores, some of them may impact your characters appearance and what they can do, like the elves Adaptive ability, and some of them are simply stat and roll bonuses like the minotaurs Strong Like Bull ability.

Automaton

Mechanical people who were originally meant to be soldier drones but they quickly gained sentience after construction. Most are made out of wood, metal, and occasionally ceramic. They tend to have an upright bipedal body with some form of weapon built in, and a head resembling some kind of animal.

Two options of your choice are free.

Built in: You have one light or medium weapon of your choice built into your body which does not take up any storage and cannot be removed by others.

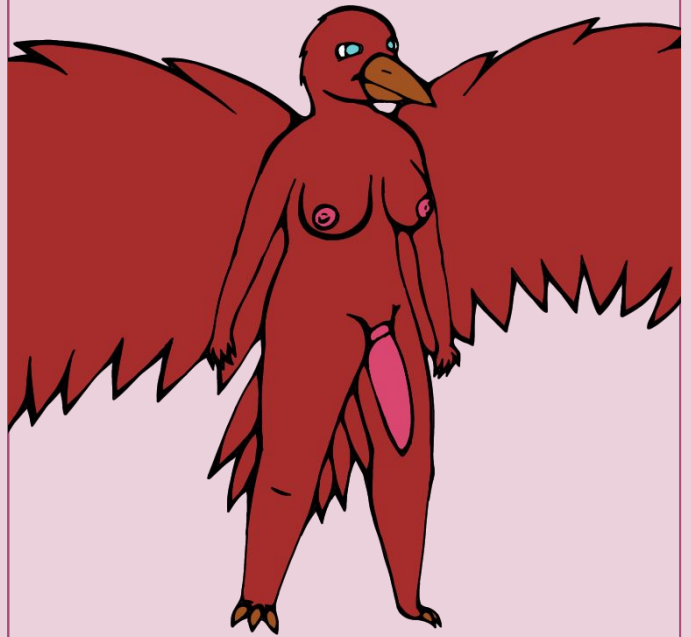


Avari

Avari are big intelligent birds, most commonly birds of prey. Due to this ancestry avari are known to have eyesight better than most other species and can pick out small details from great distances.

Wings and Tail are free.

Birds eye: You have exceptional eyes. You get -1 on smart rolls that involve sight.



Caprin

Caprin are a species that come from mountain goats. They are adept at climbing and can scale very steep inclines. They resemble bipedal, upright goats.

Horns and Tail are free.

Mountain climber: You can walk along any surface that is less than a 90 degree vertical incline.

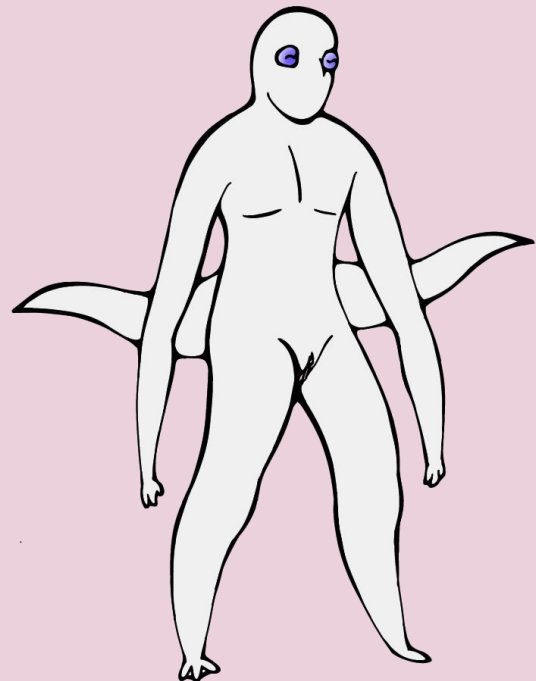


Cephelok

Strange humanoid cephalopods. Long ago they lived in the oceans before a mysterious mass exodus onto the land. They claim that there is nothing good or worthwhile below the ocean and others should stay above the surface. They are tall and pale with long spindly arms. They have no mouth and tentacles sprouting from seemingly random places on their body.

No Body Hair and Tentacles are free.

Thoughts of the void: You cannot speak out loud, however you can speak into the mind of those you can see or are familiar with.



Demibeasts

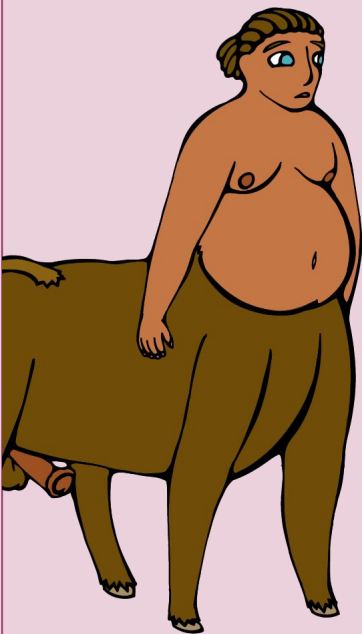
Creatures whose upper body is that of a person and lower body is that of an animal. They were created by Alereta, the goddess of nature, for no discernable reason. The proportions of demibeasts may vary, some having a majority of the animal's body up to its neck, and some only having the hind legs.

Tail is free.

Centaur

Extra Body Parts are free.

Proportions: Body parts that are on the lower half of your body (Genitals, Butt,) are one size larger than the body aspect you chose. You also choose different sizes for body parts that are doubled. (Belly, Chest, etc.)



Satyr

Horns are free.

Hedonist: The Frustrated condition works the same as the Lustdrunk condition for you.



Dragonkin

Dragonkin are a species of people descended from dragons. Dragons are relatives of dinosaurs that, as a species, were imbued with magic by Prismiri, the draconic god of luck. They are much smaller than regular dragons but share their wide variety of scale colors and love for shiny objects.

Scales are free.

Demidragon

Tail is free.

Breath: The air that you breathe out can have some sort of magical effect of your choosing, and could act as anything from a fireball to an aphrodisiac. This functions the same as a level 1 Summon spell.



Kobold

-1 height is free.

Cutebold: Most people will think you're cute when first meeting you, giving you a bonus to Hot equal to half your level when interacting with someone for the first time.



Dwarf

Dwarves are related to small cave and mountain dwelling primates like baboons. The rocky conditions they evolved and live in have made them much tougher than most other species. They tend to be quite short, and grow quite a lot of body and facial hair.

Excessive Body Hair and -1 Hight are free.

Endurance: You have greater stamina than most giving +1 to tough and -1 to arousal rolls.

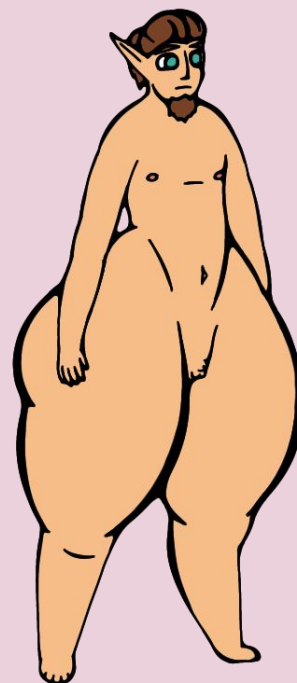


Elf

One of the more common fey creatures found in the central plane. They are known to be so incredibly adaptable that one's genetics can change during their lifetime. They tend to take on traits of other creatures that they have been around for long periods of time, though they can always be differentiated by their long pointed ears and general lankiness.

Markings and -1 Belly are free.

Adaptive: When you fail a stat roll you gain a +1 bonus to that stat. This can stack and resets after sleeping.



Felis

Upright bipedal cats created by Pantera, the god of cats, because he wanted a species of cat that could more effectively bully people by speaking in their own languages.

Tail and Long Tongue are free.

Claws: You have claws that do 2 Damage as an attack and give you the ability to climb twice as fast without climbing equipment.



Infernalizing

Infernalings are the hybrid descendants of a demon or devil with some other species. They take most of their appearance from their infernal heritage, tending to have odd skin colors, strange looking eyes, horns, and tails.

Horns and Tail are free.

Infernal strike: On an attack you can add an extra 1d4 to the damage. You can do this an amount of times equal to your level per day.



Gnoll

Gnolls are a people descended from hyenas. If provoked they can be quite violent and aggressive but otherwise they tend to be somewhat friendly. They look like upright hyenas and are usually very muscular.

Tail and +1 Muscles are free.

Ferocious: You can make an attack on a creature on its turn after it attacks you.

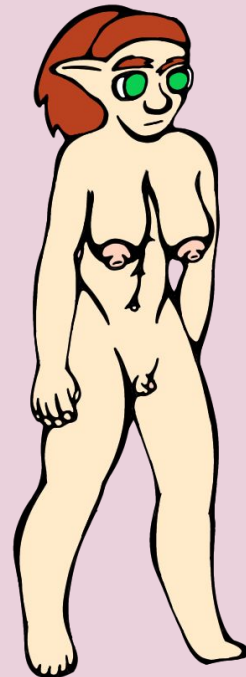


Gnome

Another common fey being, Gnomes are known for having a silly and relatively carefree attitude. They most often look like small humans but with somewhat large calves, forearms, and heads with comically large facial features.

Inflatable and -2 height are free.

No regrets: If you crit fail on a roll the GM will describe what goes wrong as normal, but you get to describe something positive that occurs afterwards giving you a sort of mixed success.

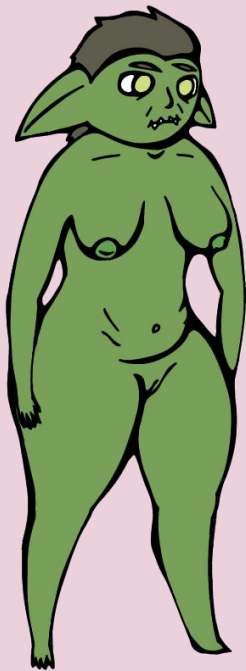


Goblin

One of the less common fey are the goblins. Usually small and green, these beings are often known to have a mischievous streak, though are rarely malevolent and mostly cause problems for the fun of it.

Stretchy and -1 height are free.

Shenanigans: If you attempt to do something in a strange or ridiculous manner the GM can allow you to roll twice and take the better outcome.



Gremlin

The rarest of the fey beings in the central plane, gremlins have very erratic and destructive tendencies with teeth that can chew through most objects. They also have the strangest physiology of any species, with lizard-like bodies and faces, human-like hair, hooves, and blunt scorpion tails.

Scales and Tail are free.

Gnaw: You can chew through most solid objects as long as they can fit in your mouth and can do a 2 damage bite attack.



Human

Humans are related to pack oriented primate like bonobos. Due to this they are generally found in large groups which they will commonly accept except those of other species into. They grow thin hair and are on most occasions very social, though not always friendly.

Markings and +1 or -1 to 1 of your choice are free.

Charming: The more you interact with someone of your preferred gender that is attracted to you, the more they will want to have sex with you. You also get +1 to hot.



Loperin

Another of the more social species, loperin are descendants of rabbits and hares. They share many of their physical traits with their ancestors, including their impressive speed and quick reflexes.

Tail and Overflow are free.

Agile: You do not lose an action when using a run or jump movement.



Minotaur

Minotaurs are a somewhat temperamental species of intelligent bovine. While not actively aggressive they are quite strong and can deal a significant amount of damage to an attacker.

Horns and Udders are free.

Strong like bull: You are extra strong and have a +1 to strength and damage.

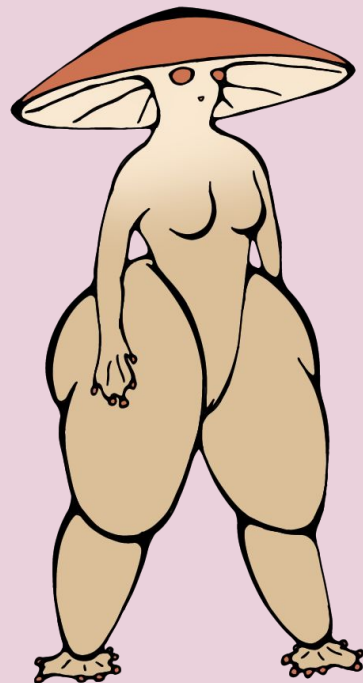


Myceleite

Another form of attempted worker drone, like the automatons, the myceleites are an artificially grown fungus. After gaining sentience they took over the facilities in which they were grown in order to propagate their species. Myceleites tend to have very diverse features, but they all tend to somewhat resemble major structures of fungi.

Markings and No Body Hair are free.

Spores: You can emit spores that can do one of the following at a time: Raise or lower one of a creature's stats by 1, raise or lower a creature's health by 1d4 ignoring armor.



Orc

Orcs are people descended from giants. While they usually don't come up to the same height as their ancestors, they are still decently big, and have a hearty constitution. Most often they have green or grey skin and tusks growing from their lower jaws.

.+1 height and +1 muscles are free.

Rough and tumble: You are extra tough and less prone to taking damage. You get to add 1 extra point to your armor and to tough.

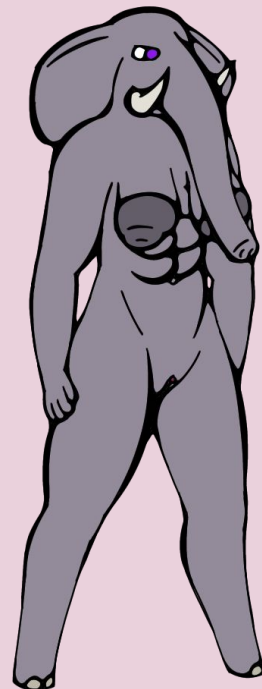


Pachyn

Pachyn are an elephantine people. While large in stature and bearing long gnarly tusks, they are often quite docile. One of their most prominent physical features are their elongated snouts which they can use like an extra limb.

Horns and +2 Height are free.

Trunk: You have a long prehensile trunk. You can use it to hold objects and you get -1 to smart rolls involving scent.



Reptid

Reptids come from wetland dwelling reptiles like crocodiles and skinks. They share with their kin smooth or scaly skin and the ability to hold their breath underwater for extended periods of time.

Scales and Tail are free.

Semi-aquatic: You are capable of holding your breath underwater for an amount of hours equal to your tough stat.



Roptera

Roptera are a somewhat sizable and intelligent species of bat. While they may be lacking somewhat in eyesight their hearing is superb and can use echolocation like other bats to help them detect things in their surroundings.

Wings and Tail are free.

Echolocation: You get +1 on smart rolls involving sight in light but -2 on smart rolls involving sound.



Sasquatch

Sasquatch are related to large solitary primates like orangutans. Liking to keep to themselves more than most species, they have learned how to be quieter and less noticeable despite their size. They tend to be tall and grow long thick fur everywhere but their face, hands, and feet.

Excessive body hair and +2 height are free.

Camouflage: Those around you are less likely to notice you. You get -1 on rolls involving stealth.

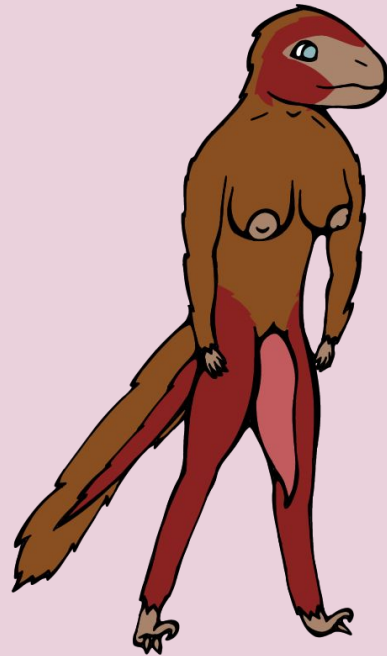


Theradon

Theradon are close descendants of theropod dinosaurs alongside dragons and birds. They are carnivorous and can inject their prey with painful venom with a bite. They closely resemble their ancestors and often have scales and colorful feathers.

Scales and one of your choice are free.

Venomous bite: You get a 2 damage bite attack. After using it the bitten creature will take 1 damage every round until it succeeds a tough roll.

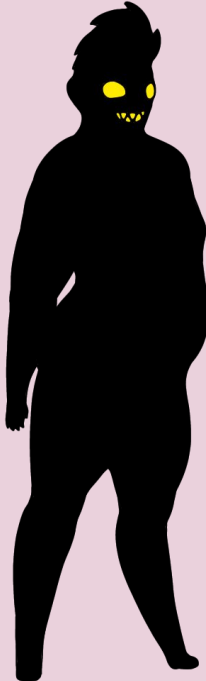


Shadowkin

Shadowkin are intelligent creatures that have leaked into the world from the plane of darkness and undeath. No light reflects off of them making it seem as though they are always in complete darkness. Their large eyes and razor teeth however are bioluminescent and can glow any number of colors.

No Body Hair and Tentacles are free.

Apparition: You can become an actual shadow allowing you to move along two dimensional surfaces and giving you a -2 to stealth based rolls in darkness.



Talpi

Talpi are a large species of mole. They resemble other moles with their rotundity and large claws built for digging, as they tend to live underground, but have slightly better eyesight which is closer to that of a nearsighted human.

Tail and +1 belly

Digging: You can use an action to burrow through soft ground at the same speed as walking.



Body options

Rolled options

Rolled body options determine the sizes of the following:

- Height
- Genitals
- Chest
- Butt
- Belly
- Muscles

These sizes are determined by points 1 to 5 which you can obtain by initially rolling 1d4 and spending Body Points to raise or lower them.

0-Nonexistent: It just isn't there

1-Tiny: Beyond the lower limits of what should be possible.

2-Small: The lower limits of what should be possible.

3-Medium: Around what the average generally is.

4-Large: The upper limits of what should be possible.

5+-Hyper: Beyond the upper limits of what should be possible

Having hyper body parts will make mobility a problem. Any movement will cost 1 more action than usual. Being at hyper height will double the distance you are capable of moving in 1 movement, and being at tiny height will halve that distance. All body parts sizes are proportional to height.

Chosen options

1. point

No body hair: No body hair

Excessive body hair: Excessive body hair

Horns: Pointed bony protrusions coming out of the head. 3 damage

Tail: Appendage coming from the lower back.

Scales: Small, hard, segmented plating covering the skin. +1 armor

Wings: Feathery or membranous appendages used for flight equal to walking speed

Markings: Unnaturally discolored sections of skin, fur, and hair

2. points

Udders: Long udder like nipples

Long tongue: Long prehensile tongue

Extra body parts: Extra set of a body part

Stretchy: Capable of taking excessively large insertions onto orifices. +2 inventory

Overflow: Excessive production of certain bodily fluids

Manageable: Can function relatively normally with hyper or tiny body parts

3. points

Inflatable: Capable of holding excessive amounts of material inside the body. +5 inventory

Penetrable holes: any hole in body is capable of being penetrated

Tentacles: 2 flexible and prehensile appendages that stretch up to 3 feet.

Musk: You have a slightly hypnotic scent. -2 to hot rolls

Classes

Your class is your role in your party and determines what sort of things you can do. There are 5 classes to choose from. These are the Expert, Mage, Priest, Sorcerer, and Warrior. You may choose only choose 1 of these at level 1 and can add different ones on as you level up.*

At level one

for each class you determine what your total health, base armor, and arousal modifier are along with a bonus to one stat. You also get your starting items and the choice of one item from a short list of options. Finally you get your first class ability

Beyond level one

For every level beyond one you will get a choice of one of three abilities. You may choose whichever one you want from that level. Some ability choices will have a prerequisite ability from a previous level. Level 2 and 5 have three options for stat upgrades that build on the stats you got at level 1.

Leveling Up

In order to reach the next level your character needs to have been in a number of major events equal to 2x your next level. Going from level 1 to level 2 requires 4 major events, going from level 2 to level 3 requires 6 major events, and so on. Major events are any event or encounter that takes up a significant amount of time and/or effort like a fight, a drinking contest, or a sex scene.

Expert

Experts have a decent amount of skill in very particular areas. They're good at getting in and out of places unseen, tracking down their quarry, figure out their enemies weaknesses, and a variety of other things.

Mage

Mages are a form of spellcaster that have learned how to command magic. They are experts in manipulating and warping mana to use it to better effect.

Priest

Priests are religious folk who are favored by the god they worship and follow. They use their relationship with their god to accrue power and enact that which their god wills.

Sorcerer

Sorcerers are spellcasters who have somehow managed to gain magical ability. They are capable of exploiting glitches in the magic of the world around them.

Warrior

Warriors are master combatants capable of taking heavy hits and overpowering their opponents. They're pretty much just good at fighting.

*Multiclassing rules coming soon

Expert

Level 1

Level 1 stats

Health: 1d4+1 per level

Armor: 3

Arousal: -3

Stat mod: +1 strength

Level 1 Items

Clothing, 1 light weapon, Bag, Disguise

Level 1 item options

Lockpick, 1 medium ranged weapon, or medkit

Level 1 ability

Stealth: Those around you reduce smart on rolls they make to notice you by half of your level rounded up.



Level 2

Level 2 stat options

Option 1

Health: +4 per level

Armor: +2

Arousal: -1

Stat mod: +1 hot

Option 2

Health: +3 per level

Armor: +1

Arousal: -4

Stat mod: +1 tough

Option 3

Health: +2 per level

Armor: +4

Arousal: -2

Stat mod: +1 smart

Level 2 ability options

Option 1

Thievery: You gain a bonus equal to negative the base stat increase when you are attempting to steal an object.

Option 2

Fast attack: Once per round you are capable of attacking 1 extra time in an action.

Option 3

Natures pocket: You get a bonus to your base Inventory equal to the base stat increase.

Level 3 Coming Soon

Mage

Level 1

Level 1 stats

Health: 1d4+3 per level

Armor: 1

Arousal: -4

Stat mod: +1 smart

Level 1 Items

Clothing, Wand, Robe, 1 light weapon

Level 1 item options

Pouch, Instrument or Tools

Level 1 ability

Mage Spellcasting: You have the ability to cast spells. Describe a magical effect that you wish to occur based on the spell types Summon, See, Move, or Alter, using the guidelines described in the Magic section.



Level 2

Level 2 stat options

Option 1

Health: +1 per level

Armor: +2

Arousal: -3

Stat mod: +1 tough

Option 2

Health: +4 per level

Armor: +3

Arousal: -1

Stat mod: +1 hot

Option 3

Health: +2 per level

Armor: +4

Arousal: -2

Stat mod: +1 strength

Level 2 ability options

Option 1

Mana Storage: Every hour that you do not cast a spell you gain one mana. This amount can exceed the allotted amount of mana for your level. The extra mana adds to the points of one of your rolled body options.

Option 2

Brewer: Once per day you can brew a potion that can do one of the following: raise or lower a stat by 1d4, raise or lower health by 1d4, raise or lower a rolled body option by 1, give a chosen body option for 1 hour, or force an arousal roll. The amount you can make per day is equal to half your level.

Option 3

Lesser Homunculus: You create a small or tiny monster using the rules from the Monsters section. You can command it and it takes its turn after yours.

Level 3 Coming Soon

Priest

Level 1

Level 1 stats

Health: 1d4+2 per level

Armor: 3

Arousal: -2

Stat mod: +1 tough

Level 1 Items

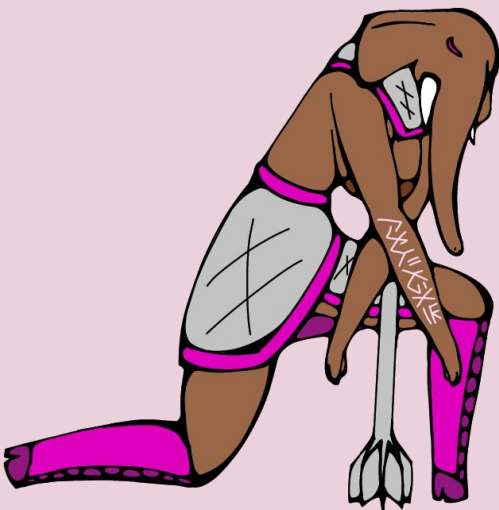
Clothing, Sign of worship, Mace, and Mail armor

Level 1 item options

1 heavy melee weapon, Book, or Wood Shield

Level 1 ability

Worship aspect: You worship a god of your choice. You gain the worship aspect of that god listed in the “Gods” section.



Level 2

Level 2 stat options

Option 1

Health: +3 per level

Armor: +2

Arousal: -4

Stat mod: +1 smart

Option 2

Health: +4 per level

Armor: +1

Arousal: -3

Stat mod: +1 hot

Option 3

Health: +1 per level

Armor: +4

Arousal: -1

Stat mod: +1 strength

Level 2 ability options

Option 1

Divine Champion: You gain a bonus to damage equal to your base stat increase.

Option 2

Divine caster: You can cast spells using 2 spell types of your choice.

Option 3

Healslut: Roll on the Arousal meter. The roll applies to you and the target and the target regains health equal to the die roll.

Level 3 Coming Soon

Sorcerer

Level 1

Level 1 stats

Health: 1d4+2 per level

Armor: 4

Arousal: -2

Stat mod: +1 hot

Level 1 Items

Clothing, Staff, 1 light weapon, Robe

Level 1 item options

Mana gem, 1 medium weapon, or a plant

Level 1 ability

Sorcerer spellcasting: You have the ability to cast spells. Describe A magical effect that you wish to occur based on the spell types Abnormality, Visuals, Invincibility, and Multiplication, using the guidelines described in the Magic section.



Level 2

Level 2 stat options

Option 1

Health: +2 per level

Armor: +1

Arousal: -1

Stat mod: +1 strength

Option 2

Health: +4 per level

Armor: +1

Arousal: -4

Stat mod: +1 smart

Option 3

Health: +3 per level

Armor: +3

Arousal: -3

Stat mod: +1 tough

Level 2 ability options

Option 1

Magical Enhancement: For 1 hour per day you gain extra body points equal to your level.

Option 2

Spell Reroll: Once per round you can reroll a failed roll you made to cast a spell.

Option 3

Combine: As an action you can cast 2 spells of different types as though they were combined into one spell. This costs 2 mana.

Level 3 Coming Soon

Warrior

Level 1

Level 1 stats

Health: 1d4+4 per level

Armor: 2

Arousal: -1

Stat mod: +1 tough

Level 1 Items

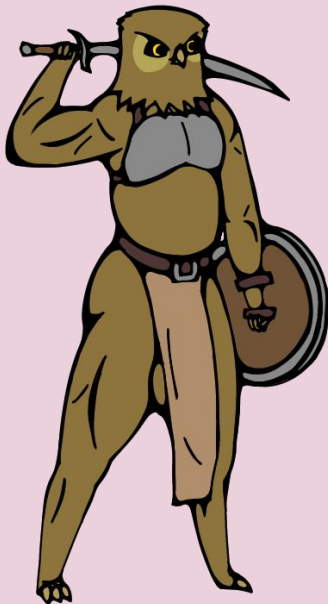
Clothing, 1 medium weapon, wood shield, leather armor

Level 1 item options

Metal shield, 1 heavy weapon, or mail armor

Level 1 ability

Fighter: The damage you deal goes up by 1 every level starting at level 1.



Level 2

Level 2 stat options

Option 1

Health: +1 per level

Armor: +3

Arousal: -4

Stat mod: +1 smart

Option 2

Health: +2 per level

Armor: +4

Arousal: -2

Stat mod: +1 hot

Option 3

Health: +3 per level

Armor: +2

Arousal: -3

Stat mod: +1 strength

Level 2 ability options

Option 1

Berserker: For 5 rounds you gain a bonus to your damage and armor equal to your level. After the minute you need 1 minute without combat before you can go berserk again.

Option 2

Masochism: Once per round you can reduce the damage taken from an attack by making an arousal roll and subtracting the amount from the damage.

Option 3

Commander: You can command an allied creature you are capable of communicating with to attack another creature. It does so on your turn and doesn't cost any of its actions.

Level 3 Coming Soon

Items

Inventory: Inventory is a number that determines how much space you have to carry objects. It is indicated with an “I.” Without any clothing, storage devices or body options that affect inventory a person always has 1 I. Items held in one's hands do not count against their inventory.

Space: Space determines how much space an object takes up in an inventory. It is indicated with an “S.” 1 S will take up 1 I. Different sized items will take up a different amount of space.

Very light	1S
Light	2-3S
Medium	4-5S
Heavy	6-7S
Very heavy	8+S

Armor

Each point of armor given from an armor piece is added to the total armor score. You can only have one set of armor on at a time, not counting shields.

Soft armor: Soft armor gives no bonus, but adds to inventory.

Tough armor: Tough armor adds nothing to inventory, but gives a +1 bonus to tough while worn.

Shields: Shields take up no space in inventory but remove 1 hand to hold items when equipped.

Type	Armor	Inventory
Soft	-----	-----
Coat	+1	+4
Hide	+2	+3
Leather	+3	+2
Tough	-----	-----
Mail	+5	0
Scale	+6	0
Plate	+7	0
Shields	-----	-----
Wood	+2	N/A
Metal	+4	N/A

Weapons

Damage: The amount of damage an attack will deal on a hit not taking into account any bonuses.

Range: The distance a weapon can be thrown or launch a projectile.

Light weapons: Light weapons can be held in one hand or two hands normally.

Medium weapons: Medium weapons require the strength stat to be equal to or higher than Space to be held in one hand.

Otherwise it must be held in two hands and damage is halved and rounded up if it is held in one.

Heavy weapons: Heavy weapons require the strength stat to be equal to or higher than Space to be held in one hand. Otherwise it must be held in two hands and cannot be held in one at all.

Type	Damage	Space	Range
Light	-----	-----	-----
Dagger	2	2	20 feet
Staff	4	3	Melee
Rapier	7	3	Melee
Shortsword	4	3	Melee
Whip	5	2	Melee
Hand crossbow	4	2	60 feet
Pistol	8	2	90 feet

Medium	-----	-----	-----
Bow	3	3	80 feet
Hammer	6	5	Melee
Sword	5	4	Melee
Spear	7	5	40 feet
Hand axe	5	4	50 feet
Mace	7	4	Melee
Crossbow	6	5	80 feet
Rifle	10	4	120 feet
Heavy	-----	-----	-----
Axe	7	6	30 feet
Chain whip	10	7	Melee
Maul	10	7	Melee
Flail	8	6	Melee
Sythe	7	6	Melee
Heavy crossbow	8	7	100 feet
Blunderbuss	12	7	30 feet

Other Items

Items given from classes that are neither armor nor weapons. This does not cover every item possible in the game. Some items given by classes are not listed as they do not give Inventory or take up Space such as the priest's sign of worship.

Item	Space/Inventory
Wand	1S
Robe	+1I
Book	3S
Musical instrument	2-5S
Tool set	2S
Mana gem	1S
Small plant	3S
Rope	2S
Disguise	3S
Lockpick	1S

Clothing	+2-8I
Belt	+3I
Pouch	+1I
Bag	+3I
Backpack	+5I
Medkit	2S

Tool set: One of any tool set that exists. Carpentry, cooking, cartography, etc.

Mana gem: A small gem that can store 1 mana indefinitely and can be recharged by spending 1 mana on it.

Disguise: Wearing a disguise gives others a -2 to smart on rolls to recognise you by sight and touch.

Lockpick: Gives the ability to unlock locks with a smart roll.

Medkit: When applied gives 1d4+smart score hp to creatures applied to. Has 5 uses.

Combat

Combat is done by rounds. Every player and creature involved gets 1 turn each round. Turn order is determined by rolling a d12+ your attack bonus and going in order of Highest to lowest. On your turn you can take two actions and make two movements.

Actions: attack, cast magic, stow/draw item, use object, interact with object, interact with a creature, equip armor/clothing piece -1 action, investigate -1 movement, hide, grapple, or action from class, species, or body options.

Movements: Walk up to 10 feet, run up to 20 feet -1 action, jump up to 5 feet -1 action, swim up to 10 feet -1 action, climb up to 10 feet -1 action, fly up to 10 feet, or movement from class, species, or body options.

Attacking

Attack rolls are d12 rolls against the tough stat of your opponent. Unlike normal stat rolls, higher is better for attacks. When making an attack add half of your strength stat rounded down. A natural 12 is a critical success meaning you deal double damage. A natural 1 is a critical failure meaning you deal half damage to yourself ignoring armor. If your attack roll exceeds 12 due to the attack bonus you add the extra above 12 to damage.

Sex

For every round of combat, or anytime a sexual action is made involving you, you roll on the arousal meter. Roll 1d8- your arousal modifier. Starting from the center, if the resulting number is even, move the meter to the right, if odd move it to the left.

If this has occurred 10 times or has continued for 10 rounds of combat your character will orgasm unless they have the Frustrated or Lustdrunk conditions.

Frustrated

- Roll even to leave Frustrated and move by 1
- +1 to all stats
- Cannot orgasm
- Very irritable

Lustdrunk

- Roll 1 to leave Lustdrunk and move by 1
- -1 to all rolls
- Intense orgasm on 8
- Very unfocused and incoherent

Optional mechanic: Overstim

Overstim comes into play if you are still having to make arousal rolls 5-10 rounds after orgasming or if you have the Lustdrunk or Frustrated conditions for 5 or more rounds. You must make smart rolls after 5 rounds. Each round you add +1 to your roll increasing by 1 every round. Overstim occurs if you fail a roll or if you have had to make the roll 5 times.

Overstim

- +2 to strength and smart rolls
- -2 to hot and tough stats
- Orgasm on 1 or 8
- Very unfocused and incoherent
- Lasts until you sleep

Gods

Gods are beings of incredible power worshiped throughout the world*. Each of them embodies some sort of concept or property of the world like death or magic. That is their domain. All who worship a god must display a Sign of Worship, an alteration to their attire or body that marks them as a follower of that specific god. The favored or more powerful of their worshippers are priests from the Classes section. They gain a Worship Aspect, (their level 1 ability) a small gift of power from their god. The list of gods are as follows:

God	Domain	Worship aspect	Sign of worship
Alereta	Nature	You are incapable of wearing clothing that gives more than 2 storage but gain 2 armor and health.	Wooden animal mask
Axolo	Darkness	You can see in the dark and are invisible to those who can see in the dark when in total darkness.	Black hood/veil covering top half of face
Dennis	Revelry	You gain one extra body point every other level.	Jewelry depicting a grape vine
Forn	Craft	You have 1 extra set of a body part.	Tool sewn into article of clothing
Grun	Earth	You have slight control over stone and metal.	Jem infused tattoo
Kolao	Fire	You have slight control over fire and molten liquids.	Orange gem stuck to forehead
Lil	Magic	You are capable of casting one spell type that you cannot already cast.	Runes for your favorite spell tattooed on forearm
Mangeen	Infernals	You can set your weapon on fire as an action which does 3 extra damage to the target of an attack if you hit them.	White leather collar
Marla	Water	You have slight control over water and water based liquids.	Blue tricorn hat

*World lore coming soon

God	Domain	Worship aspect	Sign of worship
Moffis	Death	You can transfer 1 health point between you and another creature as an action.	Bone attached to clothing
Morgorva	War	Your hands and feet are replaced with razor sharp talons that can do a 4 damage attack.	Crow tattoo
Pantera	Cats	You can purr as 2 actions while touching another creature to heal them an amount equal to your level.	Obsidian cat figurine attached to clothing
Prismiri	Luck	Every morning all of your money has a 50% chance of being doubled or halved.	Coins sewn into clothing
Tenoc	monsters	You have a set of tentacles that can do a 3 damage attack and stretch up to 12 feet.	Missing middle finger
Valak	fear	You have a set of horns that do 5 damage and if you crit with them the target will become afraid of you.	Deer antlers attached to clothing
Vrees	Wind	You have slight control over gasses and vapors.	Large gauge ear piercings
Zaleel	Music	You get a -level bonus to rolls when you attempt to perform, persuade, or deceive.	Musical note tattoo

Magic

All casting of magic requires a stat roll from the caster of the GMs choice to try to cast the spell successfully. If it succeeds then the spell is cast normally, and if it fails the spell is cast but the effect or power is lessened. If the spell is cast at a creature then that creature must make a stat roll of the GMs choice. If it succeeds then the spell misses, and if it fails the spell takes effect. All magic needs to be cast through an object. Long thin objects such as wands or staffs tend to be the most common as they allow the caster to easily direct their spells. If they are not cast through an object then the spell is cast as though the casting roll failed. There are 2 classes of magic, Mage magic and Sorcerer magic. Each has 4 types of spell that can be cast with them.

Mana

Mana is the energy which one requires to use magic. One point of mana is equal to one casting of a spell. It is gained every level and can be added to by using certain class abilities. Mana is most commonly restored by resting for eight consecutive hours. However it can also be restored by using certain items and abilities. You need to be able to cast spells to have mana.

Magic leveling

- **Mana per day:** 3 x half your current level rounded up
- **Spell duration:** Up to 10 minutes times 2 per level after level 1
- **Damage or healing dealt:** 1d4 per level.
- **Stat change:** Up to +1 or -1 every other level
- **Area affected:** Up to 5 feet in diameter per level.
- **Range:** Up to 20 feet per level.
- **Move object/being:** Up to 10 feet per level.
- **Objects affected:** Up to 1 of light size or 2 of very light size. Size and amount increases by 1 per level.
- **Creatures affected:** Up to 1 creature of medium height, 2 of small height, or 3 of tiny height. Height and amount increases by 1 per level.

Mage magic

Summon- To add and remove objects existing and beings from a vicinity. Example:

- “I would like to summon a fireball on top of the creature”
- “I would like to summon myself as far as possible away.”

See- To discern information about an object or being. Example:

- “I would like to see any magic items that are in this room”
- “I would like to see what is happening in the next room over”

Move- To transport an object or being from one point to another. Example:

- “I would like to move the box 10 feet up in the air”
- “I would like to move myself by hovering across the gorge”

Alter- To manipulate the behavior and physical properties of objects and beings . Example:

- “I would like to alter the color of my clothes”
- “I would like to alter the health of the monster”

Sorcerer magic

Abnormality: Cause objects and beings act in ways they physically shouldn't. Example:

- “I would like to cause the floor to wobble”
- “I would like to make the bandit shrink in height”

Visuals: Manipulate visual aspects of objects and beings. Example:

- “I would like to create the illusion of darkness around myself”
- “I would like to show a floating image of a tree”

Invincibility- To keep objects or beings from harm. Example:

- “I would like to make the mage invincible to fire”
- “I would like to keep myself from being hurt by the spikes”

Multiplication: Replicate objects and beings. Example:

- “I would like to duplicate the sword that I'm holding”
- “I would like to make an exact copy of the barrons signature on my document”

Animals, Monsters, and People

Animals

Animals are the non-intelligent creatures that inhabit the world. Animals are generally not intelligent enough to consent. Below are the guidelines on the stats of the various sizes of animals, with some animals listed that would fit in that size range.

Tiny (bee-bunny)

- 1 health
- 0 armor
- 1 to all stats
- 1 attack
- Maximum base damage 1
- 2 foot walk speed

Small (cat-pony)

- 2-4 health
- 0-2 armor
- 1 to smart and hot, 3 to strength and tough
- 1-2 attacks
- Maximum base damage 2
- 5 foot walk speed

Medium (deer-bear)

- 5-10 health
- 3-6 armor
- 2 attacks
- 1 to smart and hot, 6 to strength and tough
- Maximum base damage 4
- 10 foot walk speed

Large (moose-elephant)

- 12-24 health
- 9-12 armor
- 1 to smart and hot, 9 to strength and tough
- 1-2 attacks
- Maximum base damage 8
- 20 foot walk speed

Giant (orca-sperm whale)

- 30-60 health
- 15-30 armor
- 1 to smart and hot, 12 to strength and tough
- 1 attack
- Maximum base damage 16
- 40 foot walk speed

Monsters

Monsters are creatures that inhabit the wilds or outskirts of society and can often times cause issues if and when they come into contact with people. They're not exactly animals or people, but are usually intelligent enough to consent. Below are the guidelines for the various sizes of monster along with an example monster.

Tiny

- 1-3 health
- 0-2 armor,
- 0 arousal
- 1d4-1 (Minimum 1) to stats
- 3 body points
- 1 attack
- Maximum base damage 2
- 2 foot walk
- 1 ability

Example tiny monster: Fairy

- Health: 3
- Armor: 2
- Arousal: 0
- Strength: 1, tough: 1, smart: 1, hot: 3
- Body options: Wings, Stretchy
- Attack: bite 2d
- Attack bonus: 0
- Base walk: 2 feet
- **Sorcerer spellcasting:** The fairy has the ability to cast spells. Describe A magical effect based on the spell types Abnormality, Visuals, Invincibility, and Multiplication, using the guidelines described in the Magic section.

Small

- 3-6 health
- 2-4 armor
- -1 arousal
- 1d4+1 to stats
- 4 body points
- 1-2 attacks
- Maximum base damage 3
- 5 foot walk
- 2-3 abilities

Example small monster: Slime

- Health: 4
- Armor: 2
- Arousal: -1
- Strength: 5, tough: 5, smart: 2, hot: 5
- Body options: No body hair, Inflatable
- Attack: Suffocate 3d
- Attack bonus: +2
- Base walk: 5 feet
- **Pseudopod:** The slime can create a stubby 1 foot long appendage from its body which it can use to grab objects.
- **Amorphous:** The slime is malleable and has no definite shape. It can take any form within reason and can fit through spaces as small as 1 inch wide.

Medium

- 6-9 health
- 4-8 armor
- -2 arousal
- 1d4+2 to all stat
- 6 body points
- 2-3 attacks
- Maximum base damage 4
- 10 foot walk
- 3-4 abilities

Example medium monster: Mimic

- Health: 9
- Armor: 7
- Arousal: -2
- Strength: 4, tough: 4, smart: 3, hot: 3
- Body options: Markings, Long tongue, Tentacles
- Attack: Bite 4d, tongue lash 3d
- Attack bonus: +2
- Base walk: 10 feet
- **Shapechange:** The mimic can change its shape into that of medium or smaller inanimate objects.
- **Fortified:** When the mimic is completely still in the form of an object its armor doubles. This ends when the mimic reveals itself, makes an action, or makes a movement.
- **Stealth:** Those around the mimic reduce smart on rolls they make to notice it by 1.

Large

- 15-30 health
- 9-18 armor
- -1 arousal
- 1d4+0 to smart and hot, 1d4+4 to strength and tough
- 8 body points
- 3-4 attacks
- Maximum base damage 8
- 20 foot walk
- 4-5 abilities

Example large monster: Lesser Devil

- Health: 25
- Armor: 9
- Arousal: -1
- Strength: 8, tough: 7, smart: 1, hot: 3
- Body options: Horns, Tail, Long tongue, Overflow, +2 to muscles
- Attack: Flail 8d, Horns 4d, Punch 3d
- Attack bonus: +4
- Base walk: 20 feet
- **Infernal weapon:** If the devil is holding a melee weapon they can alter the material it is made out of to different material like tungsten or plutonium. This will add +2 to the damage or attack.
- **Infernal resistance:** The devil takes half damage if the damage is fire based.
- **Bloody healing:** The devil can heal themselves by 1d4 when they roll a 12 on an attack
- **Bloodthirsty:** If the devil brings a person down to 0 health they can make an extra attack on that action.

Giant

- 80-100 health
- 20-40 armor
- 0 arousal
- 1d4-1 to smart and hot (Minimum 1), 1d4+8 to strength and tough
- 10 body points
- 4-5 attacks
- Maximum base damage 16
- 40 foot walk
- 5-6 abilities

Example giant monster: Dragon

- Health: 100
- Armor: 41
- Arousal: 0
- Strength: 9, tough: 9, smart: 2, hot: 4
- Body options: Horns. Tail, Wings, Long tongue, Overflow, +3 to genitals
- Attack: Bite 16d, Horns 9d, Tail whip 7d, Stomp 10d, claws 16d
- Attack bonus: +4
- Base walk: 40 feet
- **Breath:** The air that the dragon breathes out can have some sort of magical effect of their choosing, and could act as anything from a fireball to an aphrodisiac. This functions the same as a level 10 Summon spell.
- **Magnificence:** Most people will think the dragon is elegant and grandiose when first meeting them, giving them a +5 bonus to Hot when interacting with someone for the first time.
- **Flight speed:** The dragon can sacrifice an action to double their flying speed.
- **Roar:** The dragon lets out a mighty roar. Those they considered their allies are healed by 2d4 health and regain full armor points.
- **Magic resistance:** Spellcasting rolls automatically fail against the dragon.

People

People function pretty much the same as player characters and also have the body options and ability from their species. Whether they have a class and items or not is up to you. People are almost always intelligent enough to consent. Below are some of the common archetypes of non player characters.

Commoner

- 1d4+0 health
- 0-1 base armor
- 0 arousal
- 1 to all stats
- 1-4 body points

Soldier

- 1d4+2 health
- 1 base armor
- 0 arousal
- 1d4+0 to smart and hot, 1d4+1 to strength and hot
- 1-4 body points

Royal

- 1d4+1 health
- 0-2 base armor
- -1 arousal
- 1d4+0 to all stats
- 1-6 body points

Assassin

- 1d4+2 health
- 1-3 base armor
- -1 arousal
- 1d4+0 to hot and tough, 1d4+2 to smart and strength
- 1-4 body points

Prostitute

- 1d4+1 health
- 0-1 base armor
- -3 arousal
- 1d4+0 to smart and strength, 1d4+2 to hot and tough
- 3-12 body points

Artisan

- 1d4+1 health
- 0-1 base armor
- -2 arousal
- 1d4+1 to tough and strength 1d4+3 to hot and smart
- 2-4 body points

Character Sheet

Characters name and pronouns

Species, class and level

Your actual name

Your stats

Your body points

Your rolled body options

Your chosen body options

Your Inventory and Space.

Your items

Your armor and health

Your Arousal meter and modifier

Your attack bonus

Your abilities

A brief description of your characters appearance

Name	Pronouns	Species	Class and level	Player name
Smart		HP	Armor	Health
Strength		Total		
Tough		Current		
Hot		<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
Body points total		Frustrated		Lustdrunk
Body points used		Abilities	Attack bonus	
Body options				
Height:				
Genitals:				
Chest:				
Butt:				
Belly:				
Muscles:				
Inventory:	Space used:			
Items				
Description				

Name	Pronouns	Species	Class and level	Player name
Smart		HP	Armor	Health
Strength		Total		
Tough		Current		
Hot		✘		✘
Body points total		Frustrated		Lustdrunk
Body points used		Abilities	Attack bonus	
Body options				
Height:				
Genitals:				
Chest:				
Butt:				
Belly:				
Muscles:				
Inventory:	Space used:			
Items				
Description				

